

E-Commerce & Web Technology

E-Commerce

1. *Introduction to E-Commerce.*
 - a) The difference between e-commerce and e-business
 - b) Unique features of e-commerce technology
 - c) Types of e-commerce.
 - d) Element of a business model
 - e) Business-to consumer (B2C) business models
 - f) Business-to-business (B2B) business models
2. *Introduction to web Technologies*
 - a) Fundamental of internet and www concepts.
 - b) Protocols (HTTP, FTP, IP, TCP,)
 - c) Domain Names (com, edu, org, net, mil, sip)

HTML

1. **Introduction to HTML**
 - a) Introduction
 - b) A Text Editor
 - c) A Web Browser
2. **Creating First HTML Document**
 - a) Html Tag, Head Tag, Title tag, Body Tag, Heading,
 - b) Paragraph Tag, Line Break Tag, Horizontal Rule Tag, Font Size
3. **Marking Stylish Pages**
 - a) Bold Tag, italic Tag, Underline Tag, Typewriter Tag,
 - b) Big Tag, Small Tag, Emphasis Tag,
 - c) Citation Tag, Strong Tag,
 - d) Lists Unordered List, Order List

Graphics in web page

1. Image source Tag, Linking to local Files, to section of a page, Blink Tag, Marquee Tag,
2. **Address Fasters and Email Link**

- a. Address Tag, Email Tag, Address and Email Link

3. Sniffing up text

- a. Font Color Font Face Superscripts Subscripts Center Tag, Tables

4. Mata Tags and Frames

- a. Mata Tag, Mate Refresh Tag, Meta Descriptor Tag,
- b. Frames Target Attribute No Frames Tag

5. Forms

- a. Adding Forms to Web Pages Form Tag Menu Select, Text Input Element Password input.
- b. Element text Area Input Element Radio Buttons Checks, Boxes Submit & Reset Button.

Introduction to DHTML

1. Introduction to java script, form Validation, Basic, Languages Structure.
2. Introduction to CSS 1 & CSS2.
3. Introduction to XHTML.

Dream Weaver

1. Introduction.
2. Creating Web Project.
3. Applying Html on Dream Waver.
4. CSS and its Implementation on Dream waver.
5. Creating Menus.
6. Layouts.
7. Slicing.
8. Forms.
9. Tables.
10. Website Project.